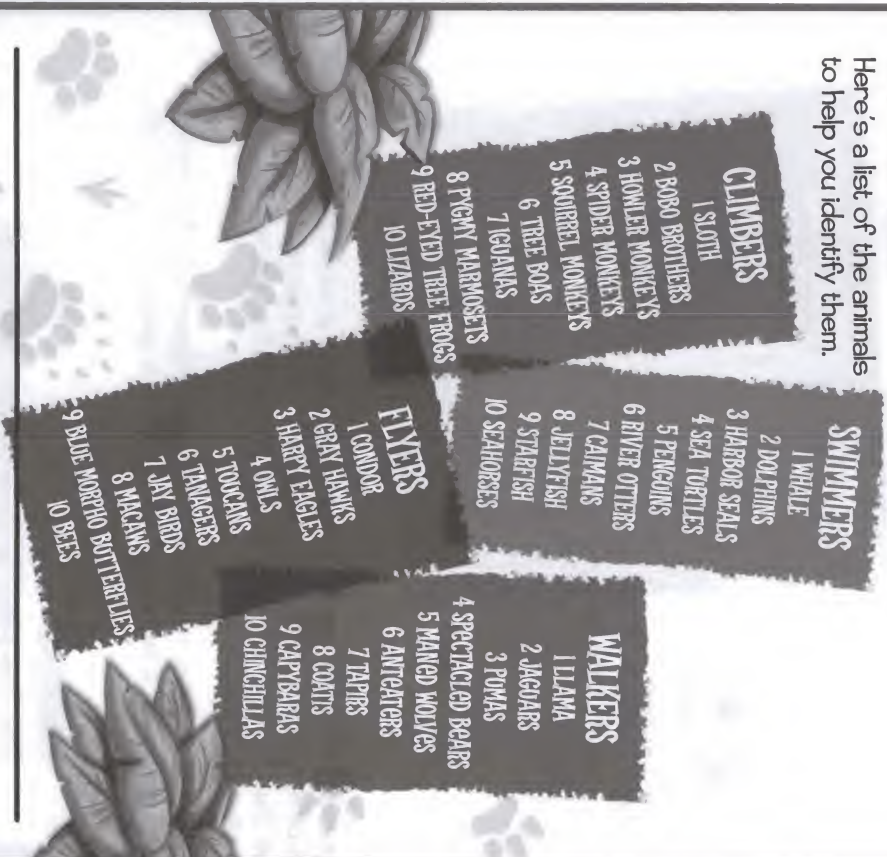


## THE ANIMALS:

Here's a list of the animals to help you identify them.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, 4JG 1C2. European consumers please write to: Hasbro UK Ltd, Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194TD, or telephone our Helpline on 00 800 2242 7276.

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53505



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# 123 GAME

For 1 to 4 Players / AGES 3+

### OBJECT:

Be the first player to count to ten and fill your animal gameboard with matching tokens.

### CONTENTS:

- 4 Animal Gameboards
- 40 Counting Tokens
- Token Bag

### SETUP:

1. Carefully punch out the 40 counting tokens.
2. Place all the counting tokens into the token bag. Shake the bag to mix them up.
3. Each player selects an animal gameboard. Place any unused gameboards back in the box.



Not suitable for children under 3 years because of small parts - choking hazard.

Learning made fun!





## BEFORE YOU PLAY THE GAME...

Take a look at the four Diego animal gameboards. You will notice that the animals on each board have been grouped by how they move in their environment. For instance: The "Flyers" gameboard shows animals - birds and insects - that fly. The "Swimmers" gameboard has animals that swim in oceans and rivers, etc.

In addition to the animal types, the animals are grouped by the numbers one through ten. When playing the game, try and count the number of animals in each grouping.

## GAMEPLAY:

- The youngest player goes first. Play then continues to the left.
- On your turn, without peeking into the bag, take one counting token from the bag and check to see if the picture on the token matches one of the pictures on your animal gameboard.
- If you have a match, place the token on your gameboard's matching picture. Your turn is then over.



**NOTE:** The counting tokens match the gameboards by type and by background color. (For example, the tokens for the "Flyers" are all animals that fly, such as birds and insects, and all have the color blue on the back of the token.)



The 5 Toucans token matches! Place it here!



- If you do NOT have a match on your gameboard, show the token to the other players. If it matches a picture on any player's gameboard, give the token to that player to put on his or her gameboard. Your turn is then over.
- If you do NOT have a match and the other players do NOT have a match, place the token out of play inside the game box. This ends your turn.

## WINNING:

The first player to fill his or her gameboard with ten matching tokens wins!